



## INSTRUCTION BOOKLET

**KEMCO**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.**



LICENSED BY



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY WITH YOUR SUPER  
NINTENDO ENTERTAINMENT SYSTEM.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE ONLY  
WITH OTHER AUTHORIZED PRODUCTS  
BEARING THE OFFICIAL NINTENDO  
SEAL OF QUALITY.



# THINK PHAST

Thank you for your purchase of Kemco's Super Nintendo Entertainment System Game Pak, "Phalanx," the hottest, fastest, sci-fi shooter ever! Before you embark on your mission, please read this manual carefully in order to play and enjoy the game fully.



RED ALERT	3
PREPARE FOR LAUNCH	8
INITIATE MISSION	16
POWER UP	18
SPECIAL WEAPONS	21
DEFEAT THE ENEMY	24
PRE-MISSION BRIEFING NOTES	29

Nestled in an outer frontier arm of the Andromeda galaxy lies the Delia star system. A small colony of humans has prospered peacefully on Delia IV, the only type-Terra planet in that remote section of Andromeda.

Though the population of the planet is relatively small, resources from Delia IV are crucial to the



continuation of interstellar research and technology. For this reason Delia IV maintains one of the most powerful defense systems in the known Terran universe. The colonists of Delia IV felt secure and protected.

Suddenly, silence fell on Delia IV...

Interstellar Transmission: *"No response from Planet Delia. Battle fortress, MIDAS; Begin investigation immediately."*

Battle Fortress "MIDAS" carries enough firepower to annihilate an entire planetary system, as was demonstrated in the 2nd Galactic Civil War. The Allied Republic Government was confident that whatever had transpired on Planet Delia IV, the seemingly omnipotent MIDAS Battle Fortress could manage the situation. Little did they know they would meet with an unimaginably powerful hostile force!

A mysterious alien life form that no humankind had ever encountered before completely seized the military system of Delia IV in a devastating sneak attack. As if MIDAS' arrival was expected, the alien attack on the battle fortress began immediately after she emerged from warp travel. Caught by surprise, and completely overwhelmed, the destruction of MIDAS seemed almost certain.

In a last ditch effort to save his ship and Delia IV, MIDAS Commander Hien Carter ordered the launching of a powerful prototype starfighter; the A-144 Enforce Fighter, Code Name PHALANX. Piloted by the legendary Wink Baufield, it is Commander Carter's hope that, like a well placed dagger, the PHALANX fighter can penetrate to the very heart of the alien armada and strike a blow for freedom. Can the PHALANX fighter succeed where the awesome raw power of MIDAS had failed?

That all depends on you...







---

## PILOT PROFILE

---

**Wink Baufield** Age: 18. Born and raised inside MIDAS. The product of years of genetic and cybernetic engineering, Wink Baufield was raised to pilot the A-144, and first flew her at the age of 12. With a reaction time 33 times quicker than the average pilot, and the innate ability to assimilate and analyze multiple pieces of information simultaneously, he is an integral part of PHALANX's strength. Wink and his ship are perhaps the most formidable single weapon in the R.A.F. Wink is taking this mission personally, as he has a vested interest in the safety of Planet Delia IV...

---

## PERFORMANCE OF THE A-144

---

After the 2nd Galactic Civil War, the Allied Governments strove to create a strikefighter of unparalleled versatility and power. The result of their intensive research and development was the creation of the A-144. Newly designed nucleo-gravatic generators power her engines and weapons systems, and allow her to operate almost indefinitely under the most extreme of conditions. Her armor and defense shields have three times the durability of any other small fighter, and she can maneuver with the speed and responsiveness of an Orion neo-tiger. Her transforming weapons systems allow for pinpoint accuracy, or massive raw power, at the pilot's fingertips.



# PREPARE FOR LAUNCH



When the PHALANX Game Pak is inserted into the Super Nintendo Entertainment System and the power is turned on, the opening demo will appear on your display monitor. Wait to receive your pre-mission briefing, and allow for the countdown and systems check of your strikefighter. When the systems check is completed and countdown reaches zero—PHALANX will launch you into the maelstrom. You may press the Start Button to bypass this sequence and proceed directly to the Select Screen.

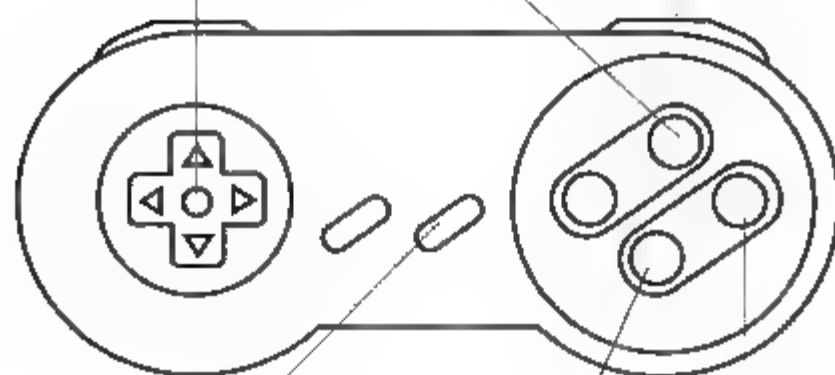
When the Select Screen appears, choose "EXECUTE MISSION" and press the Start Button to start the game. See page 12 for details about System Configuration mode and Sound Test mode.



**Control Pad:** Moves the cursor and the PHALANX fighter

**R Button:** Changes the speed of the PHALANX fighter in 3 levels

**X Button:** Selects weapon systems



**Start:** Starts the game  
Pauses the game

**B Button:** Initiates Special Attack sequences

**A Button:** Shoots weapons and missiles

This is the initial controller setup. The controls can be customized by the player in the **System Configuration Mode**. See Page 13 for details about setting up the controller layout.

# SELECT SCREEN





---

### EXECUTE MISSION

---

To start the game, move the cursor using the Control Pad to "Execute Mission" and press the Start Button.

---

### SYSTEM CONFIGURATION

---

To enter this mode, move the cursor with the Control Pad to "System Configuration" and press the A Button. After selecting "Exit," press the A Button to return to the Select Screen

---

### SOUND TEST

---

Move the cursor with the Control Pad to "Sound Test" and press the A Button. By pressing right or left on the Control Pad, select the music setting. Press A, B, X, or Y to play the selected music. Press the Start Button to return to the Select Screen.



SHIP SPEED  
CONTROLLED IN K  
SPEED CHANGE

- Move the cursor to each category you wish to set by pressing up or down on the Control Pad. Each selected setting (except Exit) can be changed by pressing right or left on the Control Pad.

There are four difficulty levels

**EASY:** Beginner

**NORMAL:** Intermediate

**HARD:** Expert

**FUNNY:** Hyper-Professional

---

### SHIP SPEED

---

Select the speed of your PHALANX strikefighter in three levels.

---

### SHOT FIRED

---

Choose the Button which fires regular projectiles.

---

### MISSILE

---

Choose the Button which fires missiles.

---

### SPECIAL ATTACK

---

Choose the Button that activates special weapons

---

### WEAPON SELECT

---

Choose the Button that will switch weapon systems in stock.

---

### SPEED CHANGE

---

Choose the Button that adjusts the speed of the player's PHALANX strikefighter during play.

---

### EXIT

---

Using the Control Pad, move the cursor to this position and press the A Button in order to return to the Select Screen.

# GAME SCREEN



# INITIATE MISSION



SCORE

Player's Current score.

TOP SCORE

The highest score achieved so far.

---

### STRIKE FIGHTER ICON

---

The number of strikefighters remaining    When it indicates zero and the player's last strikefighter is destroyed , the game is over

---

### ARMOR POWER LEVEL

---

PHALANX can withstand three direct hits before it is destroyed. When the ship is hit, one of the three bars will disappear. When the third bar disappears, that ship will be destroyed.

---

### STOCK

---

This area shows what Weapon System power ups the player has collected. The system presently activated is indicated by a yellow box around it. If a fighter is shot down, or a Special Weapon is activated, the currently active weapon is lost. PHALANX can hold three weapon systems at a time.

---

### SPEED

---

The speed of the player's fighter is indicated with the lighted yellow arrows. The more arrows that are lit, the faster PHALANX can maneuver (maximum levels: 3)

## POWER UP

The Transforming Weapons Systems on the PHALANX enables the player to select and power up the ship's weapons in mid-battle.

Below are the different icons that represent each of the different Weapon Systems that the player can collect. A weapon cannot be used until the weapon icon is collected, but once it's picked up it is automatically stored, and can be activated at any time. If the player's strikefighter is destroyed, or a Special Weapon is activated, the currently active weapon is lost until another icon is collected.

---

### POWER-UP ITEMS

Picking up one of these Icons will add the following weapons to your arsenal. Multiple icons of the same type may be stored, though only one will be in use at a time.



**Homing Beam:** These track and chase enemy vessels automatically. Initially this 'fire and forget' weapon's strength is low, but when powered up, it can be an awesome tool of destruction.



**Energy Compressor:** Compress and store energy by holding the fire button. Release the fire button to unleash stored energy in a massive blast. This is the most devastating of PHALANX's weapon systems.



**Reflector:** Powerful magnetic fields allow these energy beams to ricochet off almost any hard surface. This potent weapon is especially effective in narrow confined areas.



**Needle Laser:** Concentrated laser beams, focused to minimum diameter, will completely pierce through any enemy's armor plating.

## POWER CAPSULES

When the player obtains a power capsule, it increases the power of all the items in stock by one level. Moreover, it recovers one damage point which may have been inflicted on the player's fighter plane. The power of any item obtained by the player, while the Power-Up capsule is effective, will be automatically increased (maximum 3).





**Power Capsule:** A power capsule boosts PHALANX weapon power up one level (Max. 3). It also restores one armor power level (indicated by the light bars in the lower left of the play screen).

---

## MISSILES

---



**Homing Missiles:** Automatically locks on, tracks, and strikes enemy units.



**Penetrator Missiles:** Flies in a straight line and penetrates the enemy's armor shields.



**Guided Missiles:** Player can guide the missile after launching by the using the Control Pad.

## SPECIAL WEAPONS

B BUTTON--WHEN THE GOING GETS TOUGH. .  
THE TOUGH USE SPECIAL WEAPONS

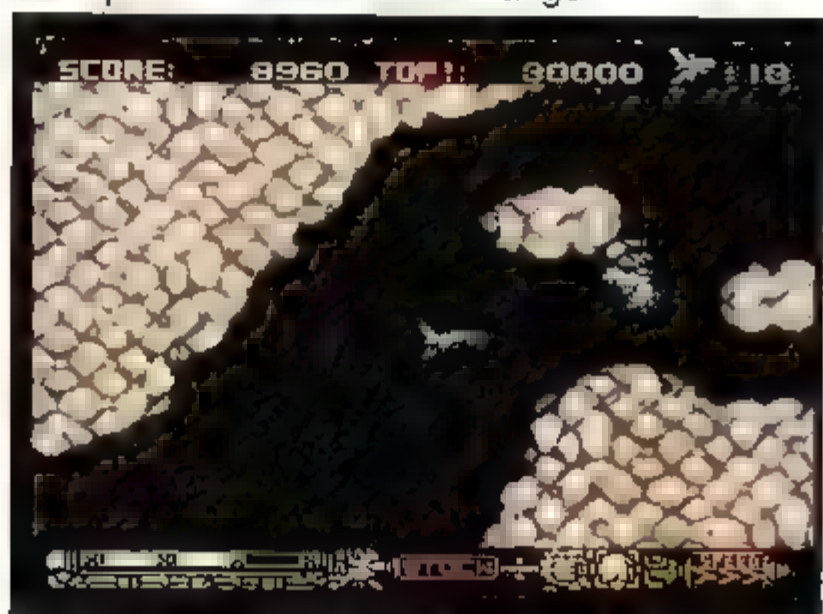
A screenshot from the video game 'The Simpsons: Bart and the Bean Machine'. The game is in a top-down perspective. Bart Simpson is positioned in the center of the screen, standing on a yellow bean. He is wearing his signature red shirt and blue pants. The background is a dark, textured surface. At the top of the screen, a black status bar displays the text 'SCORE: 4050' in red, 'TIME: 120450' in white, and a small star icon followed by ':33'. At the bottom of the screen, there is a yellow progress bar with the number '100' and a small icon of a bean. The overall image has a low-resolution, pixelated appearance characteristic of early 1990s video games.

**Homing Beam / High Energy Shield:** Reverse the tracking device polarity of the Homing Beam to create an impenetrable shield around PHALANX. The shield will stay in effect for approximately 10 space-seconds before the tracking unit is burned out. During that time, your strikefighter is invincible.



**Energy Compressor / Anti-Matter Detonator:**

Launch the compression field and allow it to collapse in on itself, creating a subspace field around PHALANX. The forces that are set free by this reaction will disrupt the molecular structure and tear apart all enemies within range.



**Reflector / Stalker Drone:** Combine the Reflector Beam with the optional Stalker Drone. The drone will efficiently seek and destroy enemies, one at a time, for approximately 10 space-seconds before its power supply burns out.



**Needle Laser / Spiral Attack:** Uses the power of the Laser unit to rotate the ship rapidly while rapid-firing beams in all directions. The Spiral can operate for 10 seconds before system shut-down.

## DEFEAT THE ENEMY

Your mission will take you screaming through the sky above Planet Delia IV, underground, underwater, and deep into the planet's core. 8 stages will push your fighting skills to the limit!



**First Mission / Enter the Atmosphere of Delia IV:** In the expanse between the planet atmosphere and the planet surface the alien invader will attempt to intercept your strikefighter. Upon entering the Defense zone around Delia IV, you'll be cut off from MIDAS. You're on your own, PHALANX, good luck.



**Second Mission / Underwater City:** Deep below the planet surface, numerous fluid-filled underground tunnels crisscross in every direction. The underwater city of terror is teeming with alien assassins whose only mission is to stop PHALANX.



**Third Mission / The Bio-Cave:** The mineral mining caves have served as a fertile breeding ground for hostile alien life forms whose strength increases exponentially with every second. Now, the entire

cave has transmuted into a living pseudo-organism that seeks to consume PHALANX and add your considerable firepower to their life force.



**Fourth Mission / Planet Core:** Deep in Delia IV's core a powerful creature awaits. Penetrate its defenses and destroy it before it can wreak havoc with MIDAS



**Fifth Mission / Overtake the Alien Cruiser:** Pilot your PHALANX strikefighter through the corridors of this giant Battleship and find the lairs of three



alien creatures. Defeat all three abominations to leave the ship a lifeless hulk!



**Sixth Mission / Asteroid Belt:** Once a galactic Las Vegas-style resort, the Asteroid Belt has been overtaken by the hostile forces. Survive the onslaught of aliens to reach the ultra-dimensional warp to the final area. Beware, the warp gate is protected by heavily armored aliens. Intelligence reports indicate that these sentries have only one weak spot in their seemingly impenetrable defenses.



**Seventh Mission / Ultra-Dimensional Space:** Pass through an Ultra-Dimensional warp to find the lair of the repulsive pulsing heart of the alien hive. Enemies within the gate are capable of attacking at extremely high warp speeds.

**Eighth Mission / Final Mission:** Long range scanners cannot penetrate the shield around this zone...no data available.

## NOTES FROM THE MISSION BRIEFING

### USE DIFFERENT SPEED LEVELS EFFICIENTLY

When flying through narrow areas, slow down to avoid damage through pilot error.

### THE MORE ENEMIES YOU DEFEAT THE BETTER OFF YOU ARE

Destroy as many of them as you can! Sometimes the enemies contain hidden power-ups. As you raise your score, you may earn extra strikefighters.

### UTILIZE ALL WEAPON SYSTEMS

Strategically switch your weapons according to the type of enemy you face and the terrain in which you are fighting.

### DON'T FORGET YOUR DRONES

The remote drones that circle your strikefighter when you use certain weapons can be utilized effectively as weapons. Since they are indestructible, they can be used to block incoming fire and destroy enemies.

## OTHER NOTES

# WARRANTY

## KEMCO AMERICA, INC. LIMITED WARRANTY

KEMCO AMERICA, Inc. warrants to the original purchaser of this KEMCO AMERICA, Inc. software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO AMERICA, Inc. software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO AMERICA, Inc. is not liable for any losses or damages of any kind resulting from use of this program.

If the KEMCO AMERICA, Inc. software product fails to comply with this limited warranty, KEMCO AMERICA, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO AMERICA, Inc. software products provided it is returned by the original purchaser, postage paid, with proof of purchase, to KEMCO AMERICA, Inc.'s Factory Service Center.

### TO RECEIVE THIS REMEDY:

1. DO NOT return your defective KEMCO AMERICA, Inc. software product to the retailer.
2. Send the defective product to KEMCO AMERICA, Inc. Factory Service Center at:

KEMCO AMERICA, INC.  
Warranty Return Center  
P.O. Box 110  
Redmond, WA 98073-0110  
(206) 556-9000

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the KEMCO AMERICA, Inc. software product does not comply with this Limited Warranty.

This warranty shall not be applicable and shall be void if the defect in the KEMCO AMERICA, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATIONS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KEMCO AMERICA, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KEMCO AMERICA, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE KEMCO AMERICA, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

**KEMCO**®

KEMCO AMERICA, Inc.  
P.O. Box 110  
Redmond, WA 98073-0110

ALL INFORMATION CONTAINED HEREIN IS UNCLASSIFIED

PRINTED IN JAPAN